

LEADERBOARD™

Pro Golf Simulator by
Bruce & Roger Carver

The Ultimate Golf Challenge

Illustrations by Douglas Vandegrift

Now you have the opportunity to play the same courses that have challenged golf's greatest legends. **World Class LEADERBOARD** features three famous 18 hole golf courses and each hole authentically reproduces the distance, traps, trees, rough and water hazards of: **St Andrews**: The most revered course in golf. **Doral Country Club**: The Florida Blue Monster. **Cypress Creek**: The Largest and the Finest. The fourth course, designed specifically for **World Class** is the **Gauntlet Country Club**. Only those who have mastered the best courses in the world should expect to come close to par at **The Gauntlet**. **World Class** is a game of concentration, skill and control. You will need to judge distance accurately in choosing your club and power of your swing. Please read this completely to maximise your playing enjoyment.

OBJECT OF THE GAME is to sink the ball into each hole by hitting the ball with a club the least number of times possible. Avoid hazards that add extra "strokes" (hits with the club) to your score. Low score wins.

LOADING INSTRUCTIONS C64 DISK

1. A security key has been provided. The disk is not protected and you may make back-up copies for your archives. The security key must be plugged into the cassette port in order for **World Class** to load properly. (Note: If you have an SX-64, you do not need a security key).
2. Plug a joystick into port # 2. (Rear port.)
3. Turn on the disk drive, monitor and the computer.
4. If you have a C-128 computer, hold down the Commodore key while you turn on the computer.
5. Type **LOAD:"* ",8,1** and press **RETURN**. If you have a MACH 5 or MACH 128 Fast Loading cartridge simple type **←***.
6. If you experience problems in loading this game, refer to the TROUBLE SHOOTING section at the end of this instruction sheet.



NOTE:
INSERT SECURITY KEY AS SHOWN
FOR GAME TO OPERATE PROPERLY.

SECURITY KEY

C64 CASSETTE

1. Plug a joystick into port # 2 (rear port).
2. Turn on the monitor and the computer. (For CBM 128 hold down Commodore key when turning on computer to enter 64K mode).
3. Determine the course you wish to play and rewind the cassette on the appropriate side.
4. Insert the rewind cassette. Press **SHIFT** and **RUN/STOP** keys together and press **PLAY** on your cassette recorder. The relative course will then load.
5. A few moments after the Title Screen appears you will see the 'Select Player' screen. At this point the game has finished loading.
Course A ☐ - Tape 1, Side 1 Course C ☐ - Tape 2, Side 1
Course B ☐ - Tape 1, Side 2 Course D ☐ - Tape 2, Side 2
6. You must leave **PLAY** button down while playing the game. If you have decided to play the same course again or have aborted play in the middle of a round and wish to start again, repeat the procedure as in "Playing World Class Leaderboard". When the border starts to flash, rewind the cassette and press **PLAY**.

SPECTRUM 48/128K CASSETTE

Type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette recorder.

SPECTRUM + 3

Insert disk and turn on the computer. At the loading screen press **ENTER**. Game will load automatically.

AMSTRAD CPC CASSETTE

Press **CTRL** and small **ENTER** keys. Press **PLAY** on the cassette recorder.

AMSTRAD CPC DISK

Type **RUN"DISK** and press **ENTER**.

PLAYING WORLD CLASS LEADERBOARD

If you selected to play the game, the next screen you will see is called the 'SELECT PLAYER' screen. Most playing options are selected from the screen. (YOU MUST NOW INSERT THE BACK SIDE OF THE PROGRAM DISK INTO THE DRIVE! DISK ONLY).

Step 1 - Course Selection (C64 Disk only)

When **World Class** is first loaded, it automatically brings in Course A, Cypress Creek. If you want to play Course A, proceed to STEP 2 below.

To change to another course, hold down the **SHIFT** Key and press **RETURN**. The prompt 'INPUT COURSE' will appear. Enter the following letter for the course you wish to play:

- | | |
|------------------------------------|--|
| A Champions - Cypress Creek | D Gauntlet Country Club |
| B Doral Country Club | E thru Z |
| C St. Andrews | Courses you have modified using the COURSE EDITOR. |

If you select more than 18 holes (see Step 4), a prompt will appear at the end of each 18 hole round, 'NEW COURSE Y or N?'. If a new course is desired, type **Y** and input the letter (i.e. A, B, C, D...) for the new course. To play the same course just completed, type **N**. Spectrum and Amstrad Disk only - a list of courses will be displayed. Select your course.

Step 2 - Select Number of Players

World Class can accommodate up to four players, press 1, 2, 3 or 4.

Step 3 - Enter Player Names and Ability Levels

Type in the name for the 1st player (up to 8 characters) and press **RETURN**. Now select the ability level for the 1st player. Each player can compete under conditions that match his or her level of ability and experience. Press **K** for KIDS, **A** for AMATEUR, or **P** for PROFESSIONAL. A description of each level follows. (Column 3).

COURSES

Champions Cypress Creek - Course A

This Texas course was designed in 1957 to be "The World's Largest and Finest". Many of the major PGA Golf Tournaments have been played here including the US Open and Ryder Cup Championships.

OUT	3628 yards	Par 36
IN	3604 yards	Par 35
TOTAL	7232 yards	Par 71

Record 64 by Bob Rosburg.



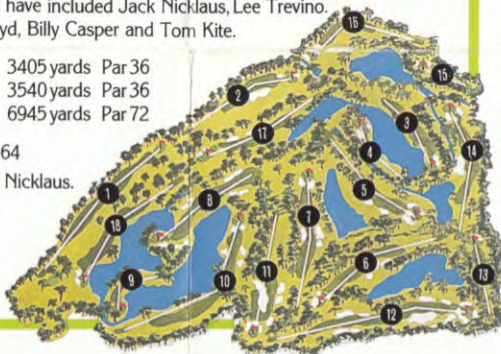
Doral Country Club - Course B

This Florida course, built in 1962, is nicknamed the Blue Monster because it is spread across almost as much water as grass. Each year the Doral Ryder Open is held here and past winners have included Jack Nicklaus, Lee Trevino, Ray Floyd, Billy Casper and Tom Kite.

OUT	3405 yards	Par 36
IN	3540 yards	Par 36
TOTAL	6945 yards	Par 72

Record 64

by Jack Nicklaus.

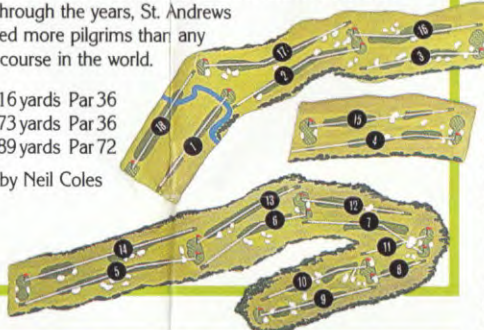


St. Andrews - Course C

For centuries the eyes of golfers have turned toward St. Andrews. The Royal and Ancient club was founded in 1754 and golf may have been played at St. Andrews as early as 1552. One of its most unique features are its double greens. These double greens are so huge that a player can face a length of putt undreamed of on other courses. Through the years, St. Andrews has attracted more pilgrims than any other golf course in the world.

OUT	3516 yards	Par 36
IN	3473 yards	Par 36
TOTAL	6989 yards	Par 72

Record 65 by Neil Coles



Gauntlet Country Club - Course D

The Gauntlet Country Club is designed to be the ultimate **World Class** golf challenge. Few great courses combine such a searching trial of skill and courage as the Gauntlet, or exact such a toll for loose play. The drive down each fairway is harrowing, calling for extreme accuracy to stay out of trouble. The traps and water hazards are numerous and their placement, perilous. Altogether, Gauntlet provides the greatest test for a golfer's true skills and abilities.

OUT	3180 yards	Par 36
IN	3263 yards	Par 36
TOTAL	6443 yards	Par 72



ABILITY Kids

DESCRIPTION

This level has been designed so that younger children (4-8) can play the game. When a shot is taken on this level, it will not hook or slice or be affected by the wind. Kids level should not be considered the beginning as most of the elements of skill have been eliminated.

Amateur

This can be considered the 'Beginning Level'. The ball when hit at this level will not be affected by the wind, but will hook or slice.

Professional

Advanced Level - No restrictions on wind or hook and slice. Also, putting is much more difficult.

After entering the NAME and ABILITY for the 1st player, do the same for each of the other players.

Note: When the ability level for the final player is selected, the game will begin.

Step 4 - Select Number of Holes (C64 disk only)

World Class allows you to play from 18 to 72 holes with computerised scoring. To select the number of holes press the appropriate FUNCTION KEY.

- F1** 18 Holes
F3 36 Holes
F5 54 Holes
F7 72 Holes

Select Type of Shot (ALL COMPUTERS)

Two different types of shot can be used. The normal shot which is selected automatically or the punch shot which is selected by pressing **P**. By pressing **P** a second time will select a normal shot. A **P** will appear to the left of the club number whenever the punch shot is selected. For a description of the punch shot, see "Additional Features".

GAME PLAY

Select a Club

Club selection is made by moving the joystick up or down. The following table lists the approximate range of each golf club.

CLUB	SHORT	LONG
1W 1 Wood	156	271
3W 3 Wood	135	245
5W 5 Wood	128	234
1I 1 Iron	110	220
2I 2 Iron	100	210
3I 3 Iron	88	202
4I 4 Iron	70	189
5I 5 Iron	67	181
6I 6 Iron	55	169
7I 7 Iron	50	153
8I 8 Iron	36	138
9I 9 Iron	26	117
PW Pitching Wedge	11	83
Putter*	1"	64"

* The computer automatically selects the putter for you when you are playing on the green.

Aim Your Shot

Use the cursor to aim the direction of the flight of the ball. The cursor is located several yards in front of the golfer. To control the cursor, move the joystick from right to left. If you are playing on the professional level, be sure to check for wind effect.

Wind

(Professional Level Only) Wind can have a substantial effect on your golf shot. To control its effect, you need to learn to read the wind indicator on the right side of the screen.

The vertical line indicates

wind velocity. If this marker is tall, the wind velocity could have a substantial effect on your shot. The shorter the vertical stake, the less the wind will be a factor.

The other line indicates the direction the wind is blowing. The line acts as a streamer. If the line is towards you, the wind is blowing toward you.

Swing the Club and Hit the Ball

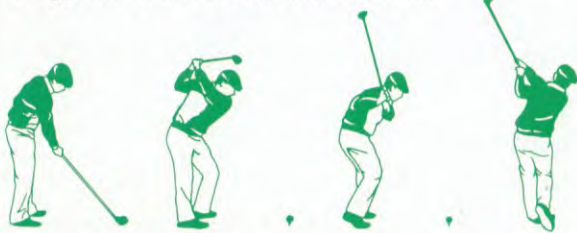
Once you have selected your club and positioned the cursor to aim your shot, there are only three more things to do before the ball is on its way: start the swing, set the power, and snap your wrists to control hook or slice. All three are accomplished during the swing sequence and require careful timing and concentration. The sequence can be viewed by watching the golfer or the power/snap indicator.

Step 1 - Start the swing by holding down the button.

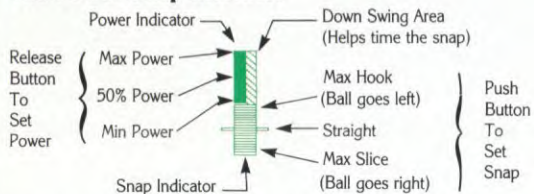
Step 2 - Set the power by releasing the button during the backswing.

Power is at maximum only at the top of the backswing. Releasing the button at the top will set maximum power. Releasing the button just before or just after the top will reduce the power slightly. Releasing the button well before or after the top will reduce the power substantially.

The amount of power available during the backswing is shown on the upper left portion of the power/snap indicator. When the button is released, the setting you have chosen will be locked on the indicator.



The Power Snap Indicator



Step 3—Set the snap by pressing the button at or near contact with the ball. Snapping just as the club hits the ball (or at the Tee Bar on the snap indicator) will produce a straight hit. Snapping too soon will cause the ball to "hook" (go left). Snapping too late will cause the ball to "slice" (go right). When the button is pressed, the point of the snap will be locked on the indicator.

The swing sequence then is: **Button — Release — Button**

The best way to learn to hit the ball straight consistently is to practice on the driving range.

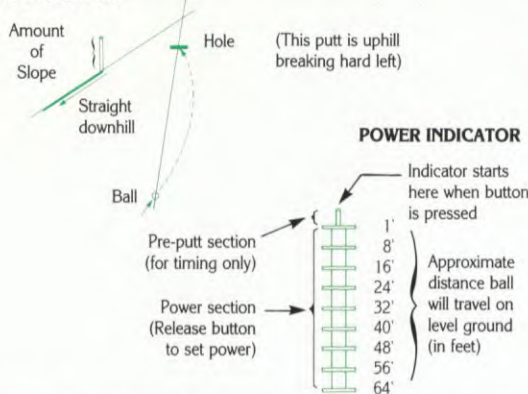
PUTTING

Once you are on the green, the computer will select the putter and remove the pin (the pole with the flag). You cannot change clubs at this point as the putter is the only club that can be used on the green.

Putting on Kids and Amateur Levels

Use the cursor as before to aim the shot. The ball will start out in this direction. The ball may break left or right depending on the slope of the green. To determine the amount and direction of break, you must learn to read the slope indicator which appears on the green to the left of the golfer. Estimate the power needed by noting the distance to the hole. Press the button and hold it until the power level is sufficient to reach the hole and then release it. The golfer will putt automatically [Refer to the power indicator].

SLOPE INDICATOR



Putting on Professional Level

Putting is the same as on amateur with one exception, the power indicator will only visibly reflect an accurate reading between 1' and 8'. At 8' the indicator will stop. Now it is up to the golfer to estimate, mentally, how long he should hold the button in order to hit the putt hard enough for the ball to reach the hole.

When the button is released, a marker will appear on the power indicator showing the amount of power set. Example: On Pro Level, the golfer faces a straight, flat 40' putt. He presses the button and the indicator moves down and stops at 8'. The golfer continues to hold the button until he thinks that the indicator has reached the 6th level of power or the 40' mark and then he releases the button. When the button is released, a mark appears on the indicator showing how much power the golfer actually used.

The best way to become a good, consistent putter, is to practice on the practice putting green.

READING THE SCORE

The scoring indicator is displayed on the right of the screen. The indicator shows which player is hitting, which players are in the hole, how many strokes each has taken this hole, and how each player's total score compares to par for the course. Par represents the number of strokes a good player should have used by the time he or she got to this hole. If your score is '-5' for example, that means that you are 5 strokes under par or 5 strokes less than the good player (which is good). An 'E' means you are even par or just equal to the good player. A '+5' means you're 5 strokes over par. The par comparisons do not reflect the scores for the current hole.

SCORING INDICATOR	Name of player now hitting
JACK	
1 2	-2 (2 Under Par)
2 2	-3 (3 Under Par) ← This player is leading
3 3	E (Even Par)
4 3	+1 (1 Over Par) ← This player is last
Player #	
Number of strokes taken on this hole.	Number of strokes over or under par (Does not include this hole)

RULES FOR SCORING

1. You receive 1 point (stroke) each time you hit the ball, regardless of the

distance it travels, from the time you tee off until you sink the ball in the hole.

2. You receive a distance penalty if you hit a ball into a water hazard.
3. Low score wins.

RULES OF THE GAME

1. **PLAY AS IT LAYS.** You must play the ball from the position in which it lands. Exceptions are those that land in the water. (See below).
2. **IN THE WATER.** If your ball lands in a water hazard, you will see and hear a SPLASH. You are penalised distance and the ball is automatically placed back at the point from which you took your shot in the first place.
3. **THE COMPUTER** will take the same point of view as the player in determining the playability of a ball that has come to rest. If, after moving up closer, the ball is found to be in mud or water, the computer will place a small pad under the ball so the player can hit it. Just consider it a 'lucky bounce'.

METHODS OF PLAY

1 Player

In this game you play alone, either against par or your own best score. You do NOT play against the computer.

2 or More Players

1. After each player has taken his first shot on Hole 1, the player who is farthest away from the hole shoots first, the player who is next farthest away shoots second, etc. If, after your shot, you are still away (farthest from the hole), it is still your turn. You continue until you are no longer away.
2. When a player has hit his ball and his turn is over, his ball will not appear on screen again until it is his turn.
3. Decide the order in which players tee off when names are typed in at the beginning of the game. This order will determine which score readout is yours throughout the game. If you tee off second on Hole 1, the second readout will always indicate your score.
4. After a hole has been played, the player with the lowest score on that hole tees off first on the next hole. This is called "having the honour". Since the score is kept on each hole, you will be able to determine from it who has the honour. The computer also keeps track and automatically changes the colour of the score readout for the player who has the honour.

METHODS OF SCORING

1 Player Against Par

Compete against your best score and the golf course by trying to come in under par.

2 or More Players

MEDAL PLAY (Singles or Partners). Winner is determined by total of all strokes (points) for entire game. Low score wins.

MATCH PLAY (Singles or Partners). Each individual hole is awarded to the player or team with the lowest score on that hole. At game's end the player or team with the most holes won takes the game.

BEST BALL (Partners only). Method of scoring for either Medal or Match Play. Best score by either partner on a team is used as the team's score.

NOTE: If you decide on a Match Play or Best Ball game, you will need to keep track of your scores on a separate sheet of paper. The computer does not keep score in this manner.

GAME TIPS

1. Be sure to **CHECK YOUR CLUB** — Check to make sure the golf club you want to use is displayed. When you are making final direction adjustment, the golf club can sometimes change accidentally.
2. Always go to the Driving Range before starting. This allows you to get the correct timing on your swing. (DISK ONLY)
3. Remember that the wind can make a substantial difference in your shot, especially short irons and your pitching wedge.
4. Be extra careful in judging distance over water. If your ball falls short and lands in the water, it'll cost you a distance penalty.
5. Learn to use the hook and slice. They can be used to your advantage on difficult shots and when the wind is in play.
6. When using your pitching wedge, make sure you have read whether the distance to the hole is in yards or feet.

ADDITIONAL FEATURES

PRACTICE PUTTING GREEN C64 DISK — To use the practice putting green, press **G** at the 'SELECT PLAYER' screen. The level of putting is initially set to amateur. To putt at professional level, enter player 1 at professional when setting up game play. Then press **/** to abort game play. Now press **G** to use the practice putting green. To exit, press **/**.

C64 CASSETTE — The level of putting is initially set to professional. To putt at amateur level, enter driving range by pressing **/**, then enter putting green by pressing **G**, to exit press **/**.

DRIVING RANGE (DISK AND C64 CASSETTE ONLY) — To get to the Driving Range Press **R** when the SELECT PLAYER screen appears. Exit by pressing **/**.

ABORT FEATURE — You can return to the SELECT PLAYER screen from almost any point in the game by pressing **/**. This will cancel the game in progress.

REPLAY FEATURE (Disk only) — If you wish to start over at the 1st hole without changing names, etc. press **P** from the SELECT PLAYER screen.

AUTOMATIC DEMO (Disk only) — If left unattended for one minute the computer will start the demo. You may start it manually by pressing **D** from the SELECT PLAYER screen.

SCORECARD PRINTOUT (C64 Disk only) — At the end of a round, a hard copy printout is available. When PRINT SCORECARD appears, type **Y** for Yes and **N** for No.

HOLE LAYOUT (TOP VIEW) — You may obtain a "bird's eye view" of the current hole being played by pressing **T**. To return to the game play, press **T**.

SHOTS FROM SANDTRAPS AND ROUGH — Any shot taken from the rough will be dampened considerably. In order to get a good shot out of a sandtrap, you must hit the shot with in two bars of dead centre (straight shot) on the Power Snap Indicator. Woods are not a good choice in the sand.

PUNCH SHOT — A "punch shot" is a low flying shot that will go under trees. This shot can also be used to pitch and run on to the green. To use the "punch shot", press **P** before hitting your ball. The letter **P** will appear to the left of the club number. It will automatically cancel itself after the shot. Since the shot requires some skill, it is a good idea to practice this shot at the driving range.

COURSE EDITOR (C64 DISK ONLY)

The Course Editor allows you to create your own personalised golf courses by modifying existing courses. You can choose from any of the 72 holes on this disk and combine 18 of them in any order you wish. You can also change the style of trees for each hole. Once you've created your own *World Class* course, you can name it and save it to disk. Make minor modifications such as changing tree types or combine 18 of the toughest holes on the disk for your own "green monster" course.

Before using the Course Editor, you must make a BACKUP copy of the original *World Class* PROGRAM DISK. Since the PROGRAM DISK is write-protected, you cannot save your new courses on it. You can use our BACKUP utility or your own system, if you have one. Remember to copy both sides of the PROGRAM DISK. Label your copies *World Class Front* and *World Class Back*.

Using the Course Editor

Step 1 — Choose 'EDIT COURSES' from the 'OPTION' screen.

Step 2 — When the edit screen appears, insert the *World Class Back* copy that you have made.

Step 3 — Load in an existing course that you wish to modify. This will be course A, B, C or D if you have not yet saved any courses of your own. If you have created some of your own courses, they will be loaded as course files E thru Z. The Course Editor will not allow you to save a course file under the letters A thru D. This is to protect the original *World Class Courses*.

Step 4 — After an existing course is loaded, follow the instructions on the screen to make your modifications to that course.

Step 5 — Now save the course to disk. You must give the course file a single letter identifier (E thru Z). Letters A thru D are now allowed. This means that you can have up to 22 personalised courses on a disk, each one identified by a letter, E thru Z. During game play, you must enter this identifier when loading your course. (See the paragraph on COURSE SELECTION in the front of this manual.)

Step 6 — After you're finished using the editor, insert the *World Class Front* disk into the drive, TURN the computer OFF then ON again, and type **LOAD "*,8,1** and press **RETURN**.

MAKING BACKUP COPIES (C64 DISK ONLY)

We encourage you to make duplicates of *World Class* LEADERBOARD and use the copies for normal game play. If you keep the original in a safe place, you will always be able to make new BACKUP copies to replace lost or damaged disks.

Carefully follow the instructions below:

1. You must have two new diskettes (they need not be formatted), one labelled *World Class Front* and the other labelled *World Class Back*. Any existing information on these disks will be erased!
2. The computer will display four screens of information. Read each screen carefully.
3. At the bottom of the fourth screen you will be asked to select the FAST or SLOW backup process. The FAST process will not work with some hardware configurations. If you are unsure, select the SLOW process by pressing **S**, otherwise press **F** for FAST copy.
4. After a short delay, the computer will prompt you to insert the PROGRAM DISK (the original disk). It should already be in the drive with the FRONT side up, so just press **RETURN**.
5. After a period of time, the computer will prompt you to insert the BACKUP disk. Remove the PROGRAM DISK and insert the BACKUP DISK labelled *World Class Front* and press **RETURN**.
6. The computer will prompt you to change disks several times during the copying process. Continue to use the FRONT of the PROGRAM DISK and the *World Class Front* disk until the computer displays COPY COMPLETE. The *World Class Front* copy is now complete so remove it and set it aside.
7. The computer is now ready to copy the BACK side of the PROGRAM DISK. If you wish to continue, press **RETURN**.
8. Insert the PROGRAM DISK into the drive with the label side DOWN and press **RETURN**.
9. After a period of time, the computer will prompt you to insert the BACKUP DISK. Remove the PROGRAM DISK and insert the BACKUP DISK labelled *World Class Back* and press **RETURN**.
10. Continue to exchange disks as you did before using the BACK of the PROGRAM DISK and the *World Class Back* disk.
11. When the computer displays COPY COMPLETE you are finished.
12. Turn the computer OFF and then back ON again and type **LOAD "*,8,1** then press **RETURN**.

NOTES ON USING THE BACKUP DISKS FOR GAME PLAY:

There is no information on the reverse side of either BACKUP disk. When instructions say to insert the FRONT SIDE of the disk, you should insert the *World Class Front* disk instead. When instructions say to insert the BACK SIDE of the disk, you should insert the *World Class Back* disk instead.

TROUBLE SHOOTING

IF YOUR SHOTS HAVE NO POWER — Either you are releasing the button too soon, too late, or not at all during the backswing. Press the button to start the swing and hold it down until the club is at the top (highest point) of the backswing and then release.

IF YOUR SHOTS CURVE BADLY LEFT OR RIGHT — You are not pressing the button just as the club hits the ball. Re-read the section on "Swinging the Club and Hitting the Ball" and practice your timing on the NOVICE level.

IF YOUR PROGRAM FAILS TO LOAD — Remove the program disk, turn off the computer and disk drive, and try again. If the program still fails to load try the slow load option.

LOST SECURITY KEY — C64 Disk — Replacement security keys are available for £5.00 each obtainable from U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX.



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